

math::DisplacementVector3D<ROOT::Math::Cartesian3D<double> >

fCoordinates

@ ~DisplacementVector3D@<ROOT::Math::Cartesian3D@<double@> @>
DisplacementVector3D@<ROOT::Math::Cartesian3D@<double@> @>
DisplacementVector3D@<ROOT::Math::Cartesian3D@<double@> @>
Coordinates operator+
SetCoordinates operator/
SetCoordinates x
GetCoordinates y
GetCoordinates z
SetXYZ r
operator== theta
operator@!= phi
X eta
Y rho
Z mag2
R perp2
Theta unit
Phi operator=
Eta operator=
Rho Dot
Mag2 Dot
Perp2 Dot
Unit Cross
SetX Cross
SetY Cross
SetZ operator-=
SetR operator-=
SetTheta operator-=
SetPhi operator+=
SetRho operator+=
SetEta operator+=
operator*=